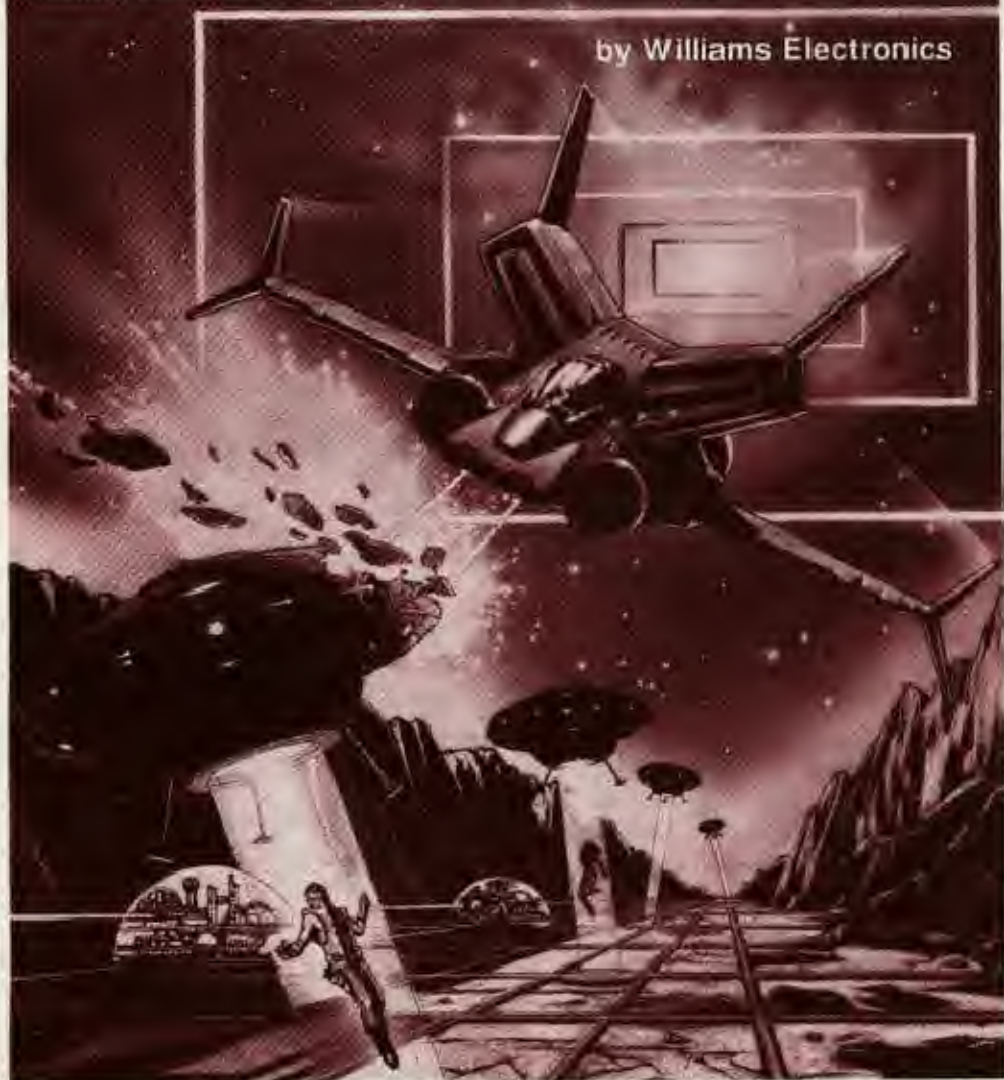


DEFENDER II™

by Williams Electronics



Allen marauders are attacking your planet, kidnapping the defenseless Humanoids and turning them into dangerous Mutants. You've got to stop them!

You begin with three ships, three Smartbombs—capable of wiping out everything in sight—and Inviso, a mysterious cloaking compound. But your most powerful defense is the Stellar Gateway, which instantly transports you across the planet to rescue Humanoids.

Pilot your ship along the planet surface, blasting away at the evil aliens while rescuing Humanoids. But watch out—the slightest contact with an alien can be disastrous! Only you, with the help of the Stellar Gateway, can save your planet's beleaguered Humanoids from attack and maybe—just maybe—wipe out the aliens forever!

Getting Started

1. Insert the Defender II cartridge into your Atari 2600 or 7800 console. Plug the two joysticks into the two controller jacks.
2. Turn on your TV, then press **[Power]** to turn on your system.
3. Press **[Reset]** or the left joystick fire button to start the game.

Playing the Game

Your objective is to rescue the Humanoids and eliminate all aliens. You begin the game with three ships, three Smartbombs, about six seconds' worth of Inviso, and enough energy to hyperspace temporarily out of danger. The number of ships and Smartbombs and the amount of Inviso you have left are shown at the top of your screen. You have an unlimited amount of regular ammunition.

Use the left joystick's handle and fire button to maneuver your ship and fire regular ammunition. Press the right joystick's fire button to drop Smartbombs. Push the right joystick's handle forward to activate Inviso; pull it back to jump into hyperspace. When you run out of Smartbombs, pressing the right joystick's fire button activates Inviso. Once your Inviso is gone, pressing the right joystick's fire button will send you into hyperspace.

Defend the Universe!

Defender II has up to 100 attack waves. As soon as you clear the planet of aliens in one wave, the next wave begins. You score points whenever you destroy an alien. For every 10,000 points you score, you earn another ship, another Smartbomb, and more Inviso.

When you lose a ship, a new one appears until all your ships are lost. Action resumes when you move the joystick handle.

The game ends when you lose all your ships. Press **[Reset]** or the left joystick fire button to begin a new game.

The Defender



Smartbombs destroy all aliens on screen. They are most effective when aliens surround you.

Inviso makes you invisible for about two seconds. Aliens can't hurt you while you are invisible, although you can still fire and anything you pass through is automatically destroyed.

Hyperspace sends you into space warp. You never know where you'll reappear, so use it only as a last resort! You could easily end up on or near an enemy, which will destroy you immediately.



The **Stellar Gateway** warps you to a part of the planet where a Humanoid is in

danger. If all the Humanoids are temporarily safe, the Gateway transports you to the opposite side of the planet.



Humanoids are defenseless. The alien Landers snatch them off the planet's sur-

face and carry them up through the atmosphere to turn them into Mutants. When shooting Landers, be careful not to shoot the Humanoid by mistake. Once freed, Humanoids start drifting down. Catch them before they reach the planet's surface, then gently guide your ship down. The Humanoid automatically beams to the nearest Humanoid Space Station. You receive extra points for every Humanoid safely deposited on the planet.

You can keep rescued Humanoids on your ship. In waves 1 through 9, passing through the Stellar Gateway while transporting four or more Humanoids on your ship will advance you three waves. However, carrying Humanoids makes you a larger and easier target for the aliens. If you lose your ship, the Humanoids will escape safely to the planet's surface.

The Enemy



Landers are the most dangerous aliens.

They swoop down and kidnap the Humanoids, turning them into dangerous Mutants when they reach the top of the screen. They can't follow you, but if you are nearby they will fire lethal charges in your direction.



Mutants move fast, their heads spinning and flashing with bright colors. They

can sense your presence and will track you down if you don't keep moving. Mutants also fire lethal charges at you when making their assault.



Yllabian Space

Guppies are mindless, but they'll home in quickly and des-

troy you if you're not careful.



Firebombers are treacherous. Blast them out of your way early on.



Pods bob around like bouncing balls. Don't get too close to one —once you destroy

it, you still have to worry about the three swarmers that will be released.



Swarmers fly straight at you when their Pod is destroyed. Three quick shots

should take care of them.



Dynamos are cubic creatures that swirl around above the planet's surface. They are oblivious to everything and always fly in the same diagonal path across the sky. Stay out of their way!



Balters come out when you take too long to finish off a wave. They know right where you are and close in on you quickly. Destroy them right away.



Phreds are no fun. They have excellent vision and zoom straight at you, exploding on contact and disintegrating both of you.



Munchies are looters looking for the spoils of war. They are small, fast, and can sniff out your ship when it's in a vulnerable position.

Strategy

The scanner at the top of your screen shows you areas on the planet where Humanoids are in danger. Keep an eye on your scanner—it will alert you to any emergencies in another part of the sky. Rush to a Stellar Gateway for immediate transport to that sector.

Your planet will be destroyed if all the Humanoids are turned into Mutants—but you must still defend yourself! If you're a good fighter, your planet will be restored in wave 6, or in every fifth wave after that.

In wave 5 and every 10th wave following, you'll encounter the Yllabian Dog Fight. The only aliens that appear on the screen are Yllabian Space Guppies, Pods, and Dynamos. It takes skill and practice to make it through this wave.

In every tenth wave, you'll find yourself in the middle of a Firebomber showdown. Firebombers are everywhere. Keep a sharp eye and a nimble firing finger.

Along with the powers of your super spaceship, you've been blessed with supersonic hearing. You can hear the Humanoids scream as they're being accosted by Landers. On your side of the planet, this comes as a faint yelp. The sound of explosions means that a Humanoid and Lander have just been transformed into a Mutant.

Scoring

Pods	1 000 points
Firebombers	250 points
Dynamos	200 points
Baiters	200 points
Phreds	200 points
Yllabian Space Guppies	200 points
Mutants	1 50 points
Landers	1 50 points
Swarmers	1 50 points
Munchies	50 points

At the end of waves 1 through 5, you receive 100, 200, 300, 400, and 500 points, respectively, for every Humanoid left on the planet. Beginning with wave 6, you receive 500 points for every Humanoid remaining.

In waves 1 through 9, if you pass through the Stellar Gateway while transporting four or more Humanoids on your ship, you'll automatically advance three waves in the game. You'll also receive 1,000 points for every Humanoid left on the planet.

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